Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 (currently amended).   A method of modifying a video image comprising a plurality of sequential frames to be displayed on a display;

    (a)   receiving at least a portion of a current frame of said video image; and

    (b)   modifying said current frame to alternatively increase or decrease the luminance output of a portion of said display corresponding to a pixel of said current frame, by overdriving a voltage to said ~~pixel~~ portion to a current value automatically selected based upon:

        (i)   at least one predicted displayed luminance value of said pixel in respective ones of at least one subsequent frame of said video image; and

        (ii)   at least one previously displayed luminance value of said pixel in respective ones of at least one previous frame of said video image.

2 (previously presented).   The method of claim 1 wherein said at least one previously displayed luminance value of said pixel is stored in a respective frame buffer.

3 (previously presented).   The method of claim 2 where a first said previously displayed luminance value is at a state where liquid crystal material associated with said pixel of said display is not at an equilibrium state, and where a second said previously displayed luminance value is at a state where said liquid crystal material associated with said pixel is at an equilibrium state, and where said second said previously displayed luminance value is from the earliest said at least one frame, upon which selection of said current value is based.

4 (previously presented). A method of modifying an image to be displayed on a display;

(a)   receiving at least a portion of said image; and

(b)   modifying said image to alternatively increase or decrease the luminance output of a pixel of said image by overdriving said pixel to a current value that is selected based upon:

(i)   at least one predicted displayed luminance value of said pixel in respective ones of at least one subsequent frame of said image; and

(ii)   at least one previously displayed luminance value of said pixel in respective ones of at least one previous frame of said image, wherein said at least one previously displayed luminance value of said pixel is stored in a respective frame buffers; where

(c)   a first said previously displayed luminance value is at a state where liquid crystal material associated with said pixel of said display is not at an equilibrium state, and where a second said previously displayed luminance value is at a state where said liquid crystal material associated with said pixel is at an equilibrium state, and where said second said previously displayed luminance value is from the earliest said at least one frame, upon which selection of said current value is based.